

TOTAL 30" ST 90/860

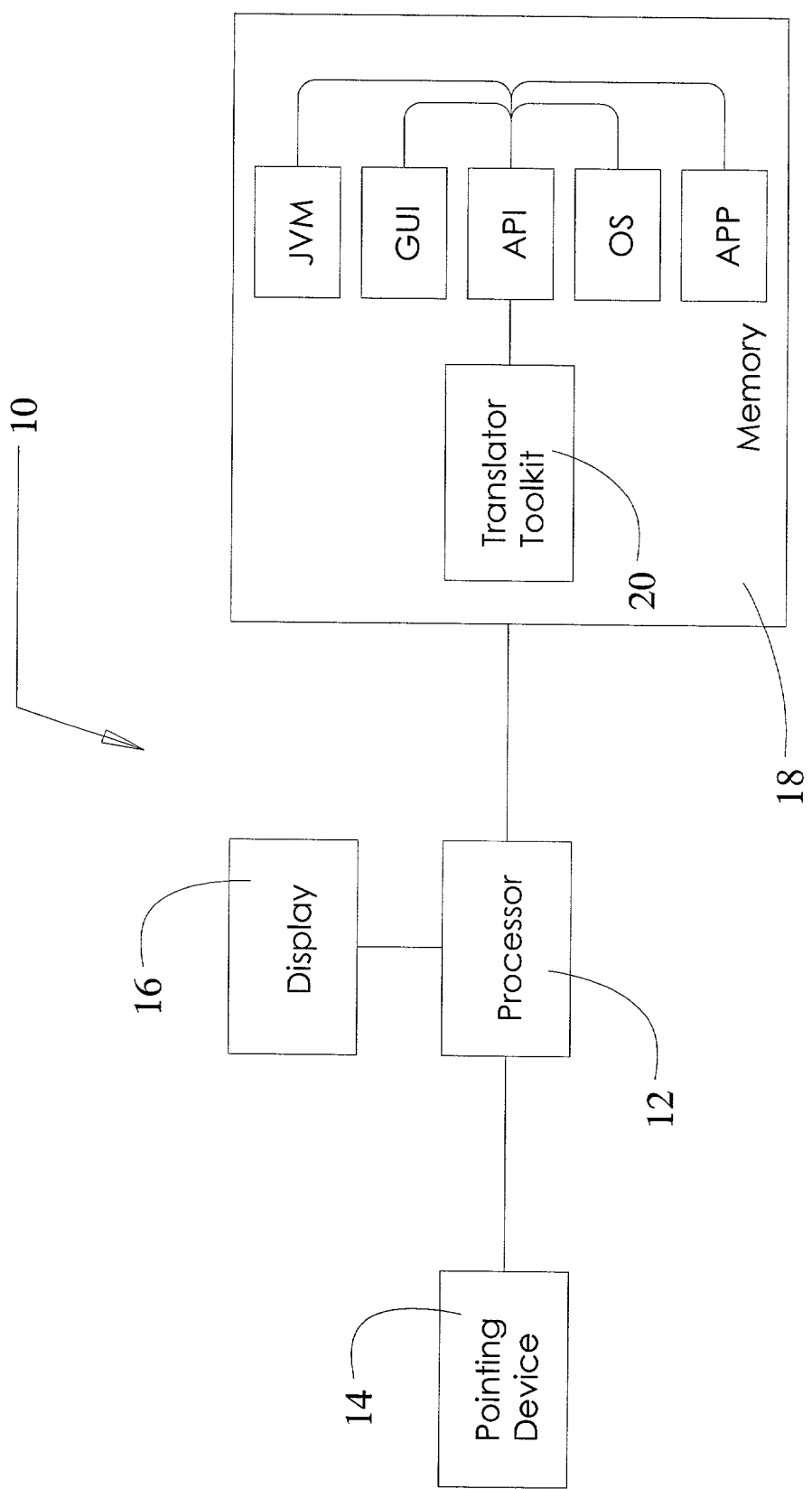


Fig. 1

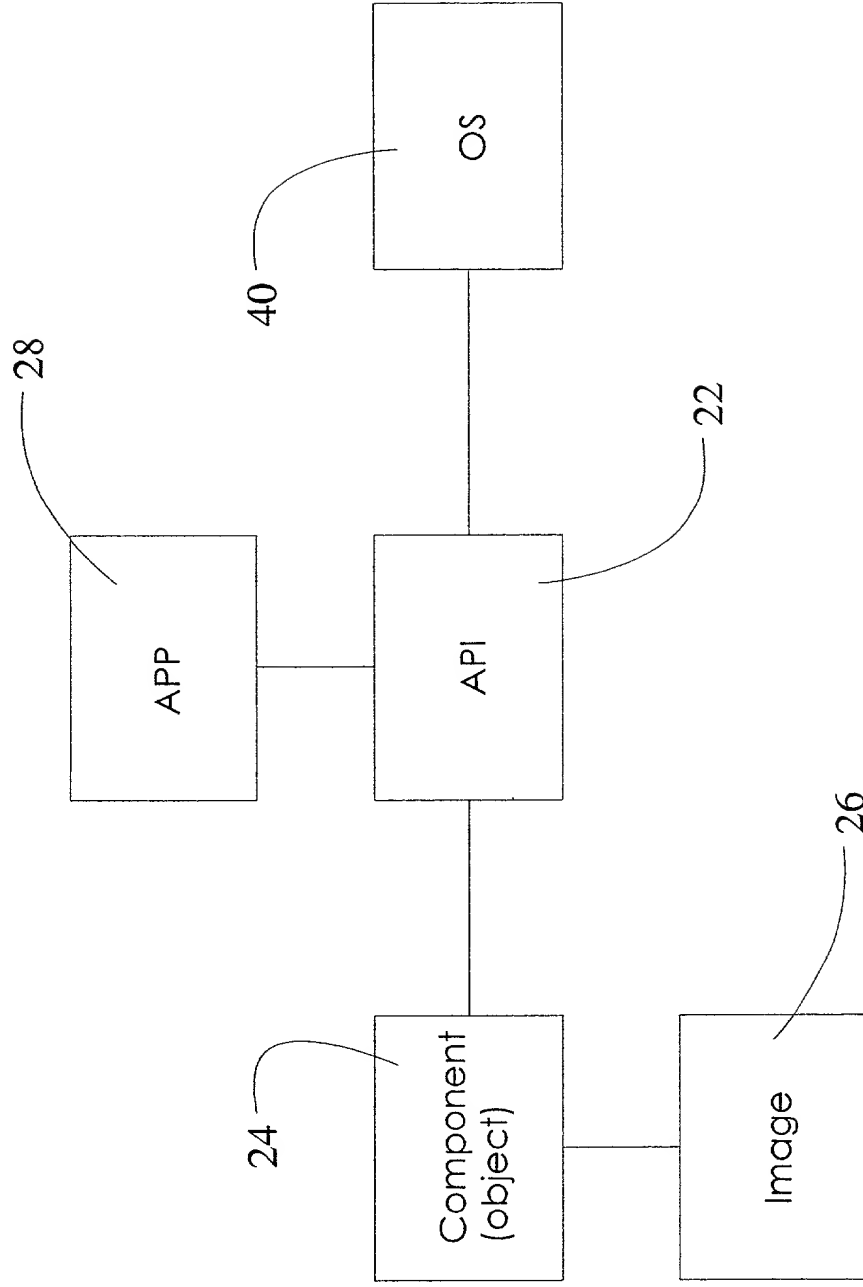


Fig. 2

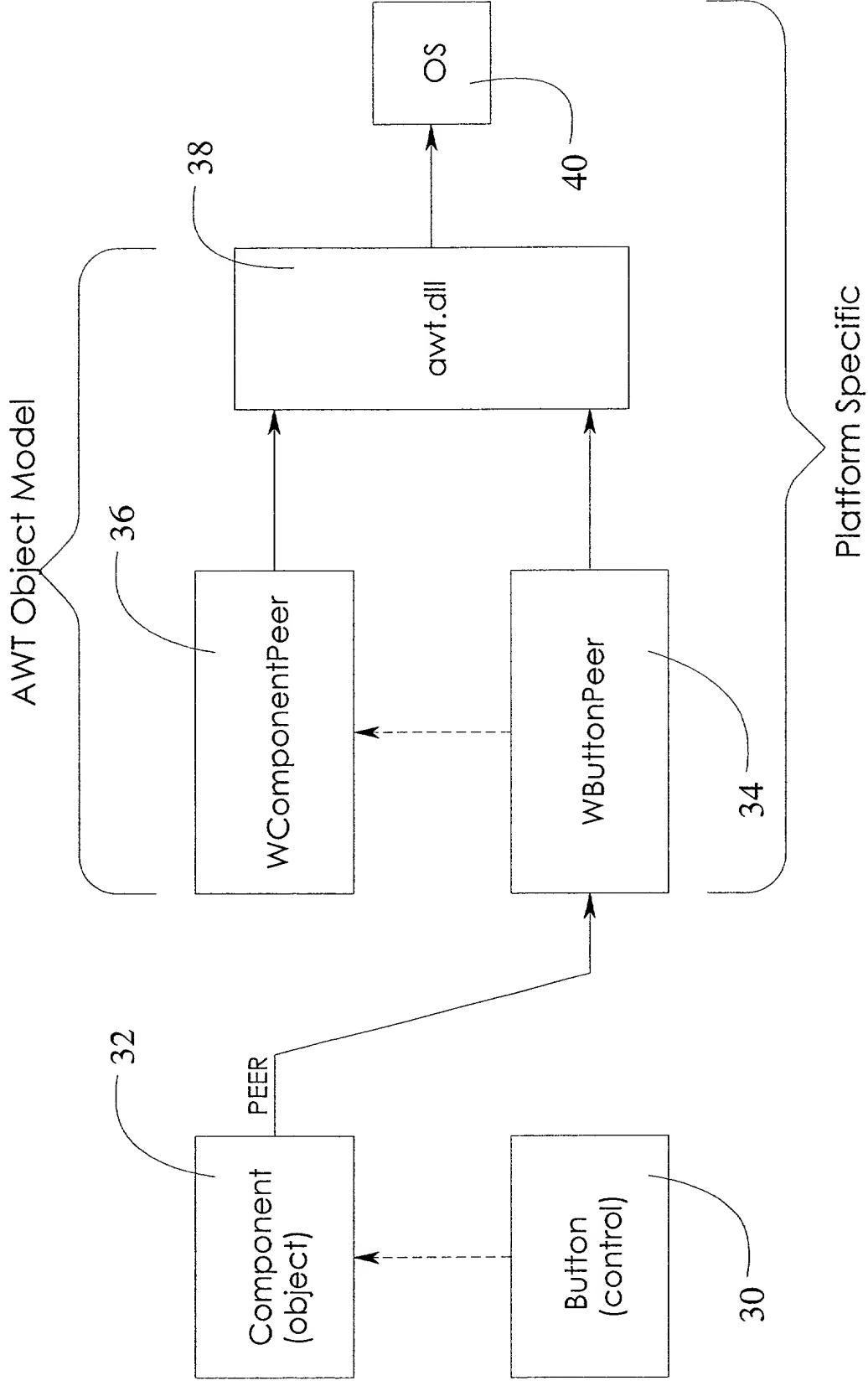


Fig. 3

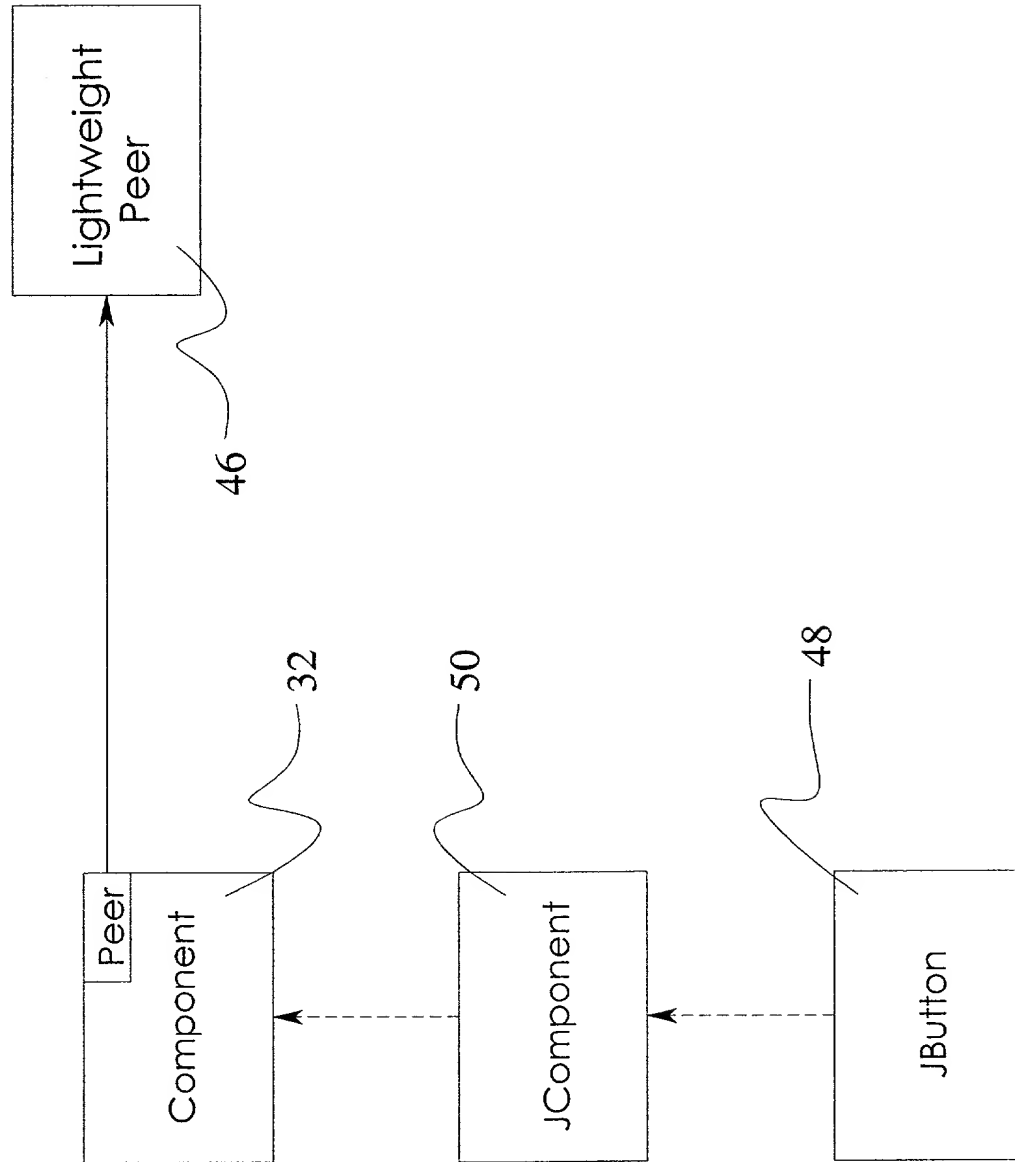


Fig. 4

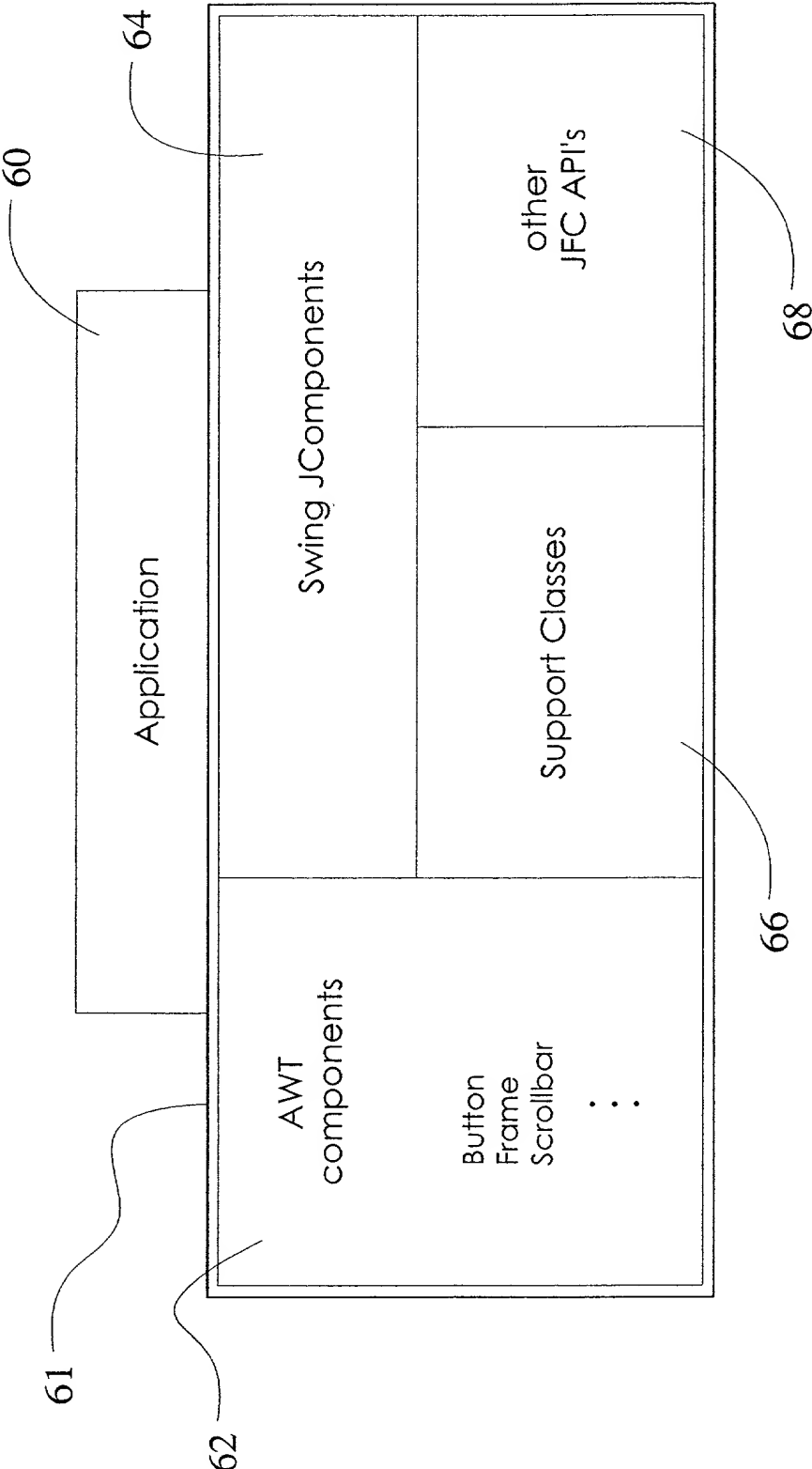


Fig. 5

FIG. 50-5190/860

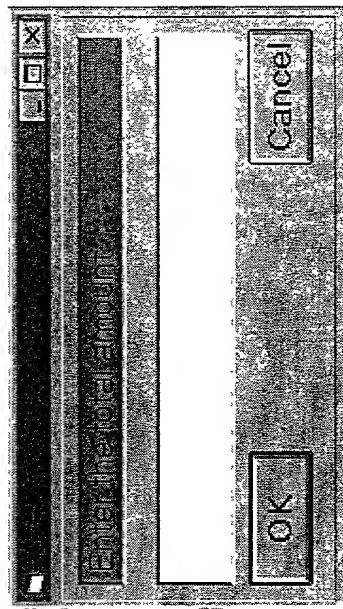
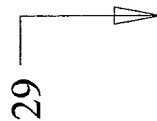
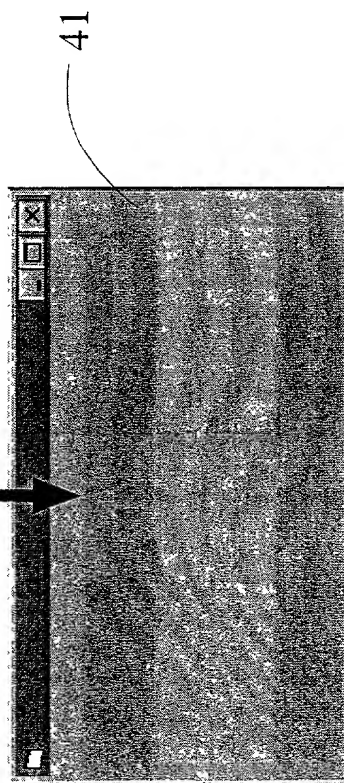
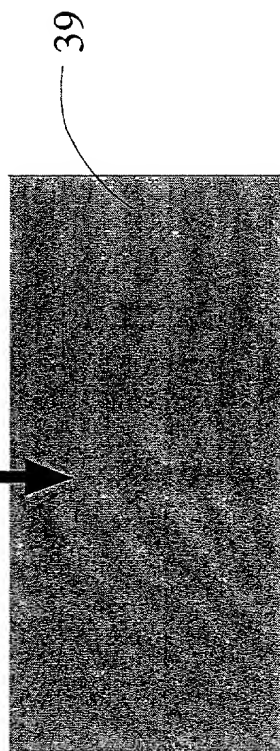


Fig. 6a

Fig. 6b

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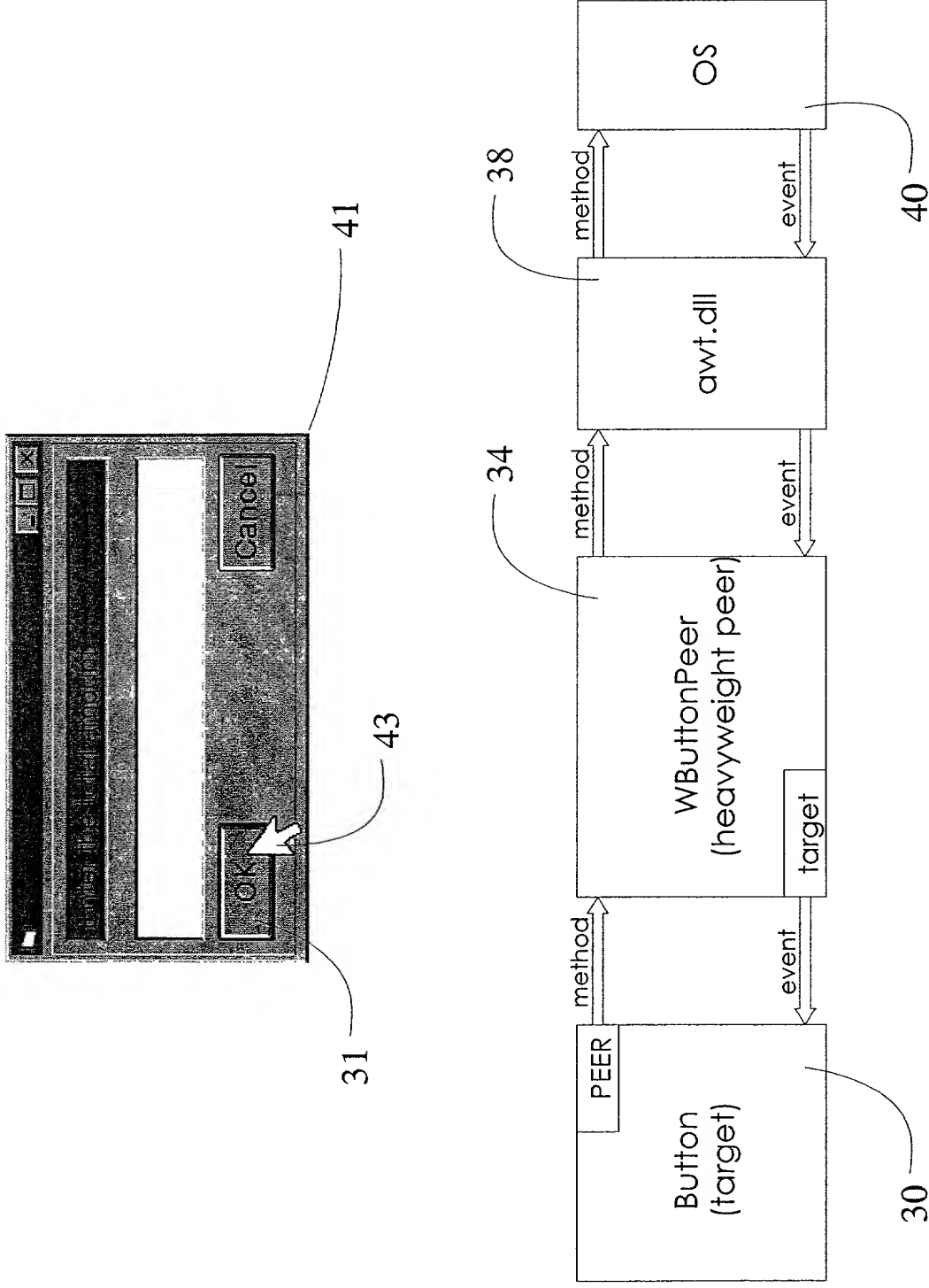


Fig. 7

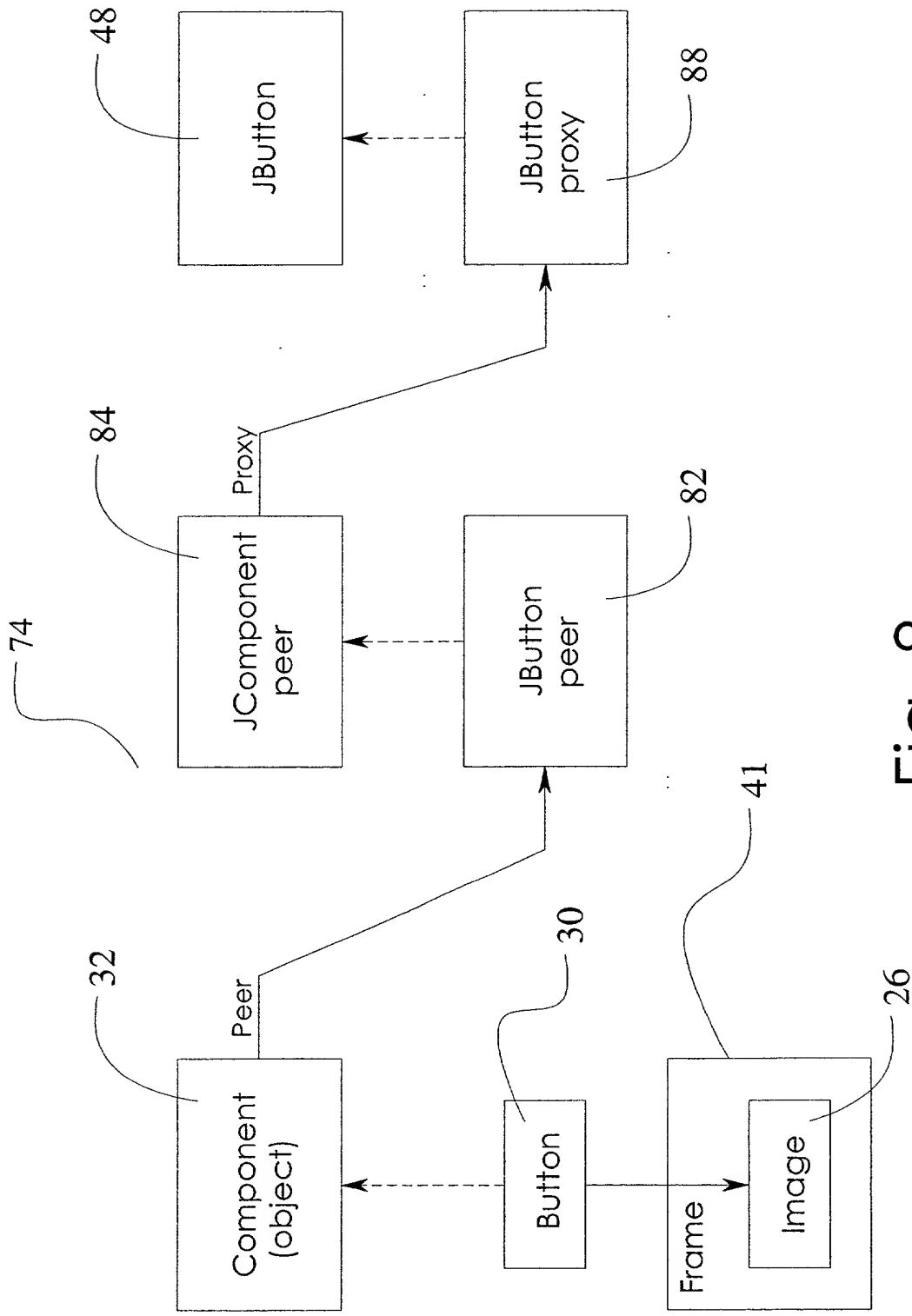


Fig. 8



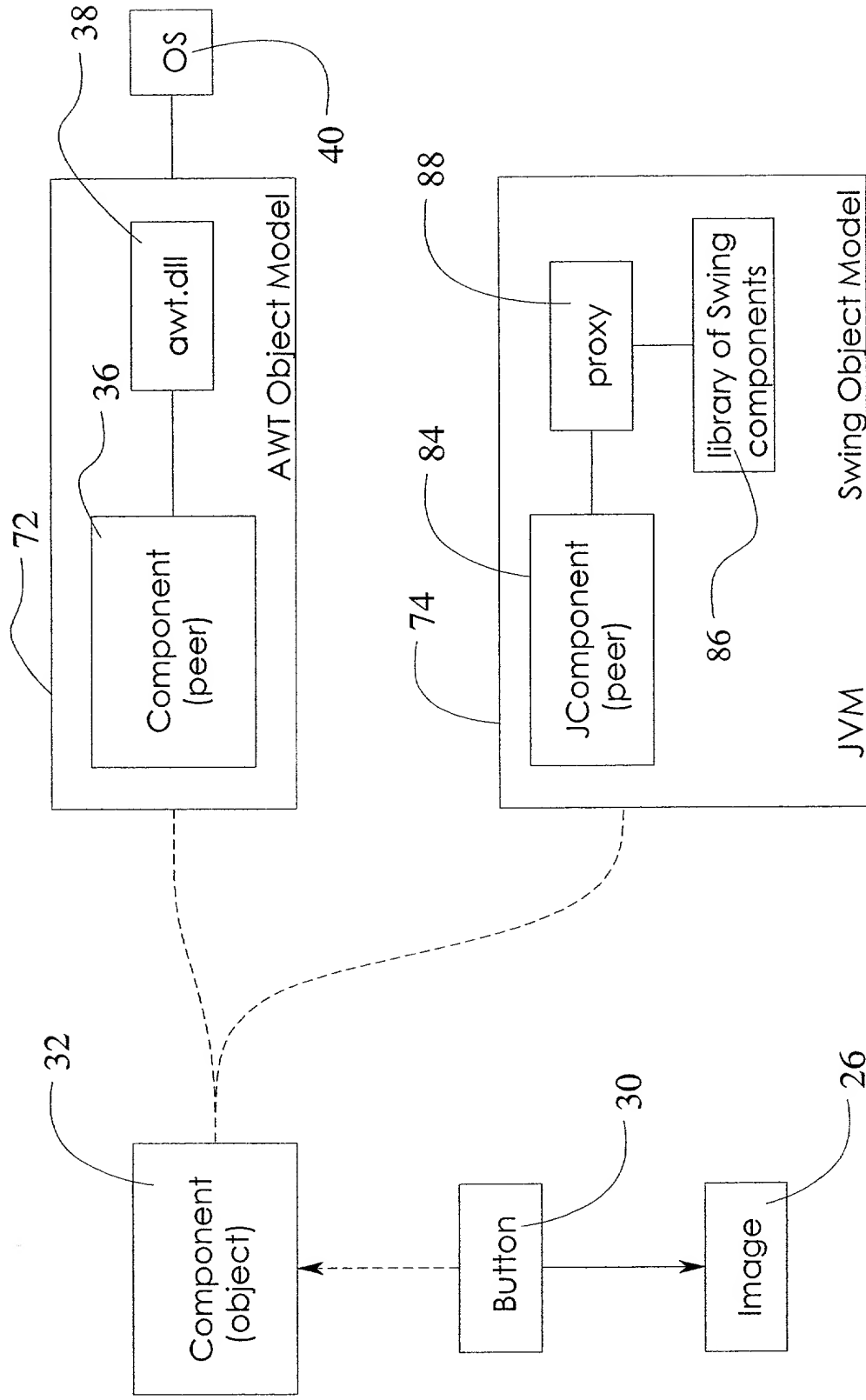


Fig. 9

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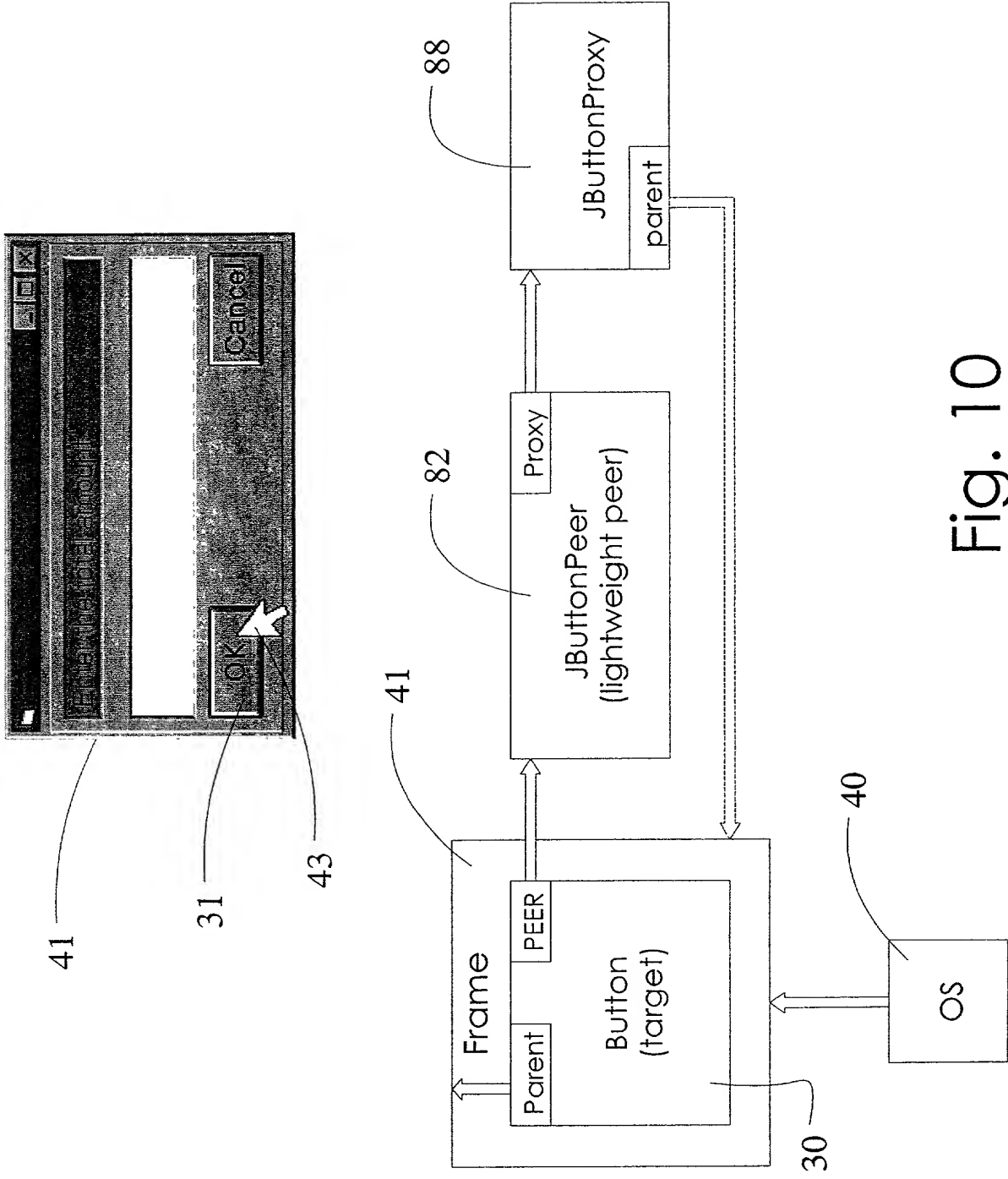


Fig. 10

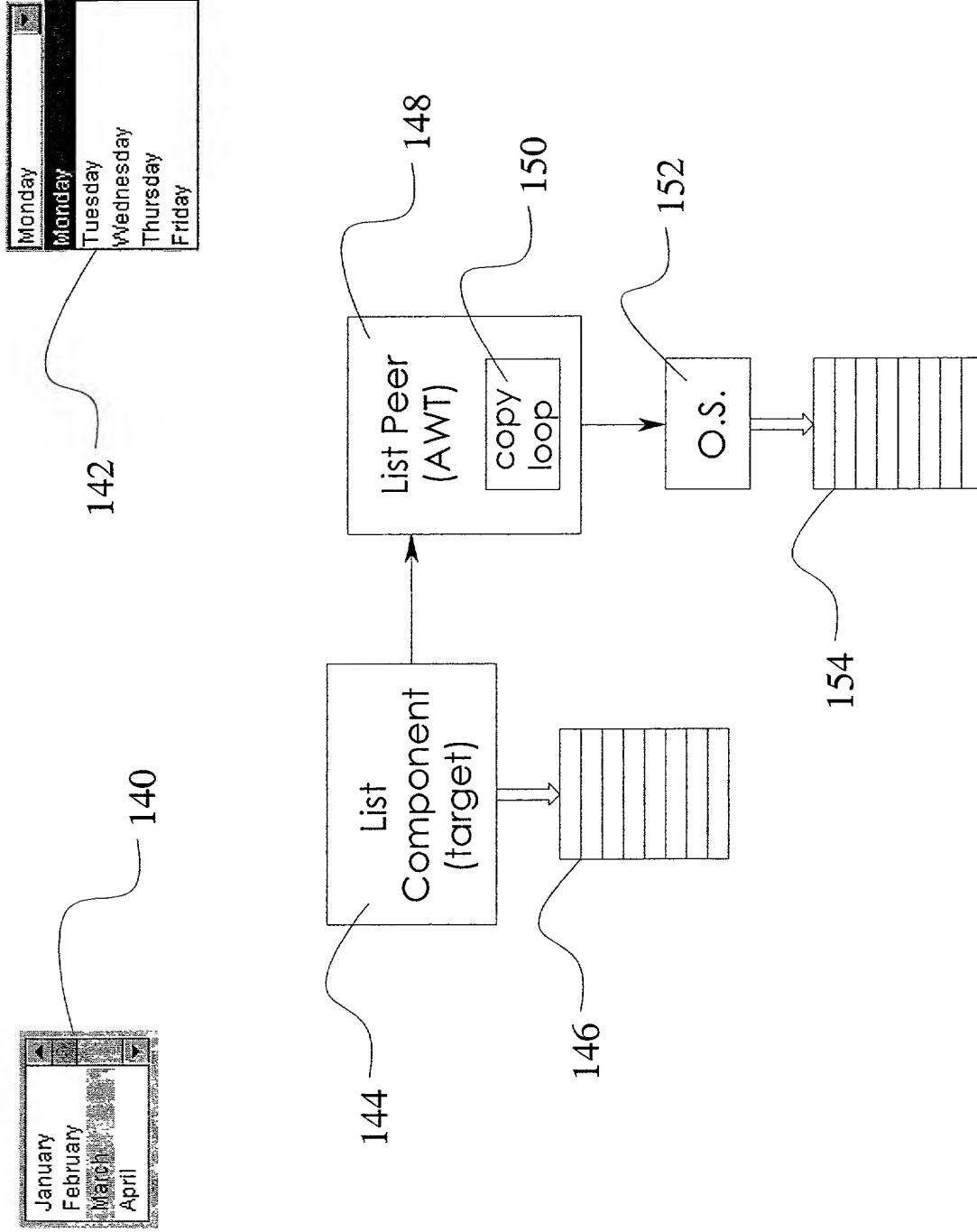


Fig. 11

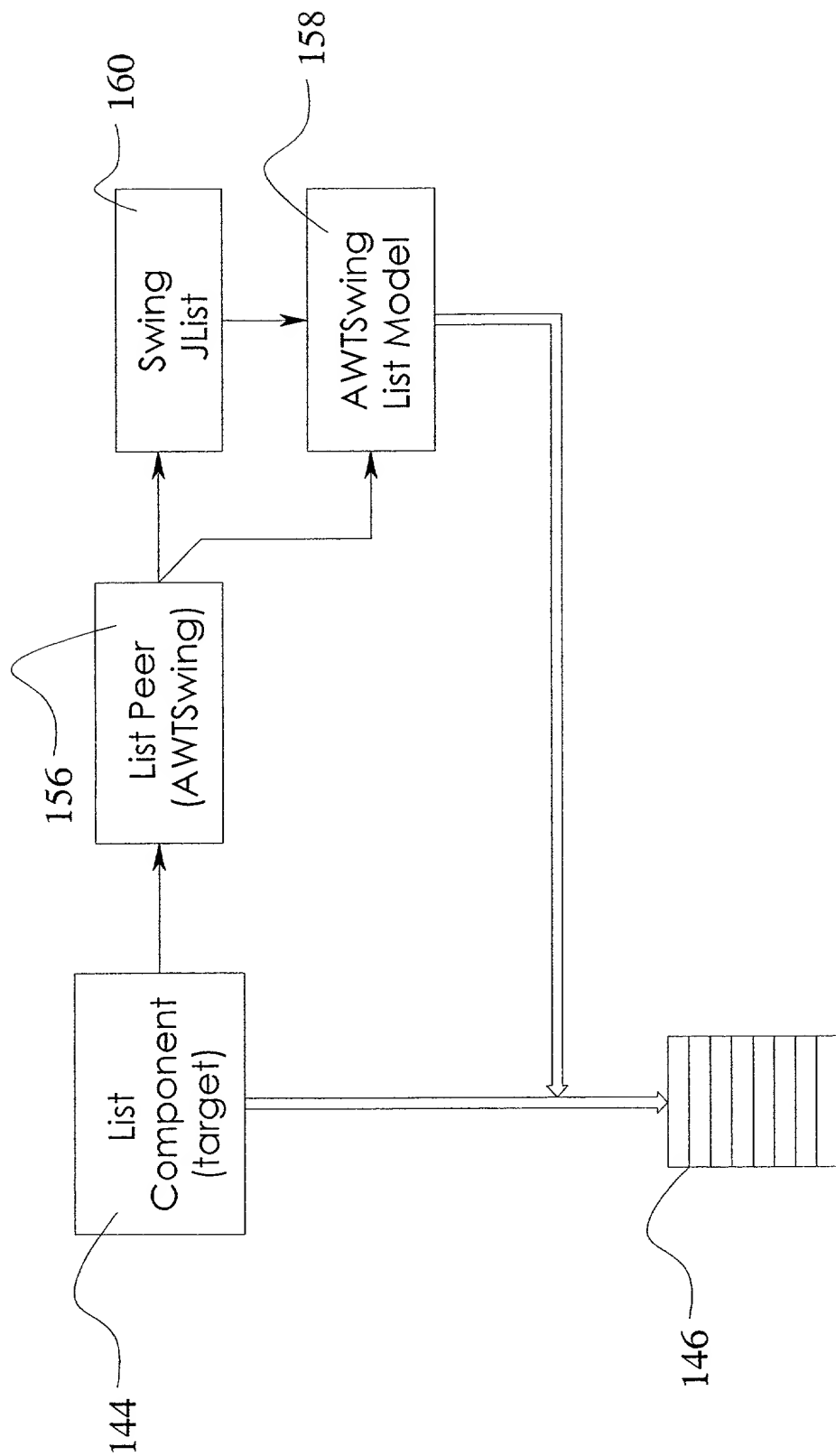


Fig. 12

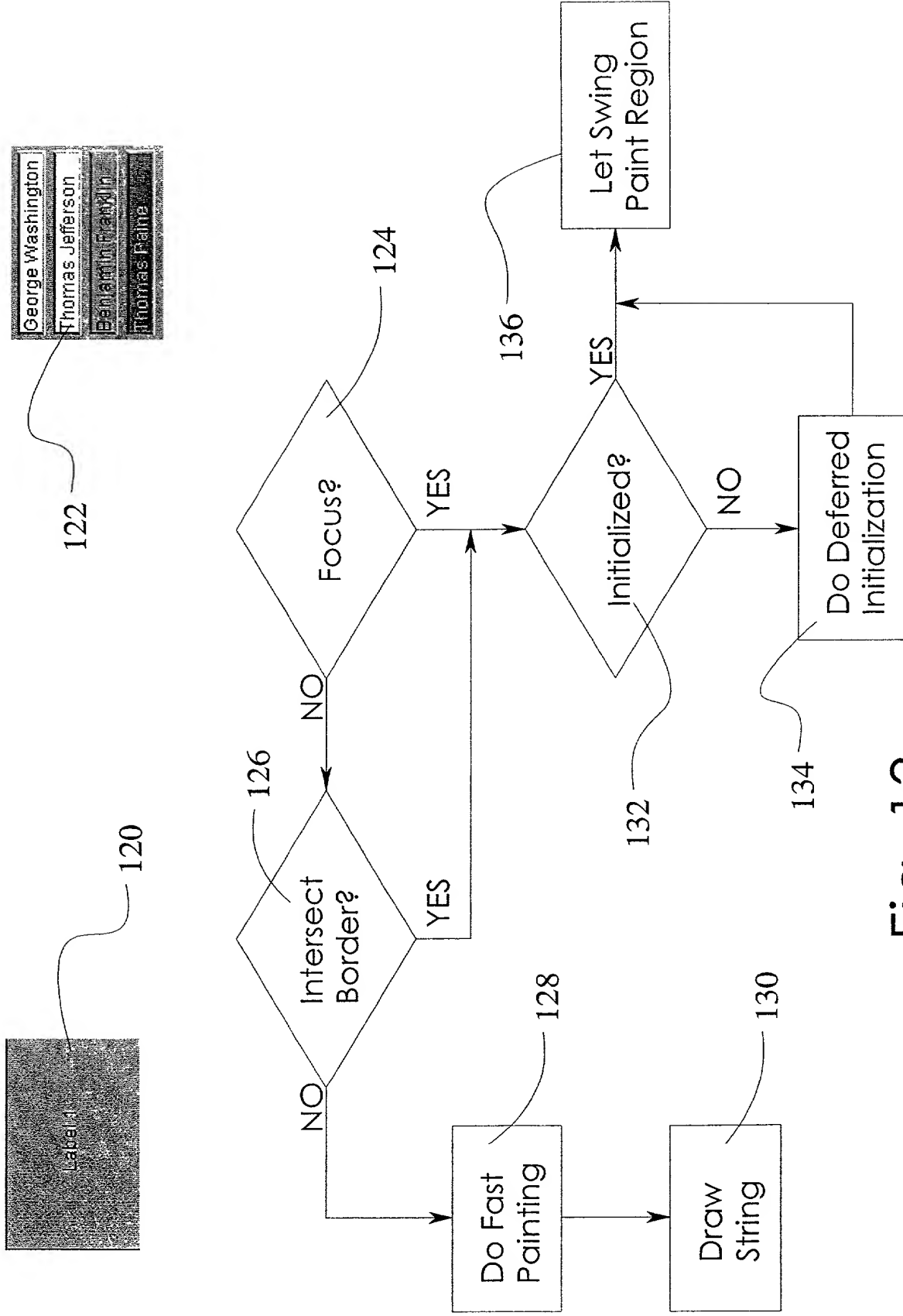


Fig. 13

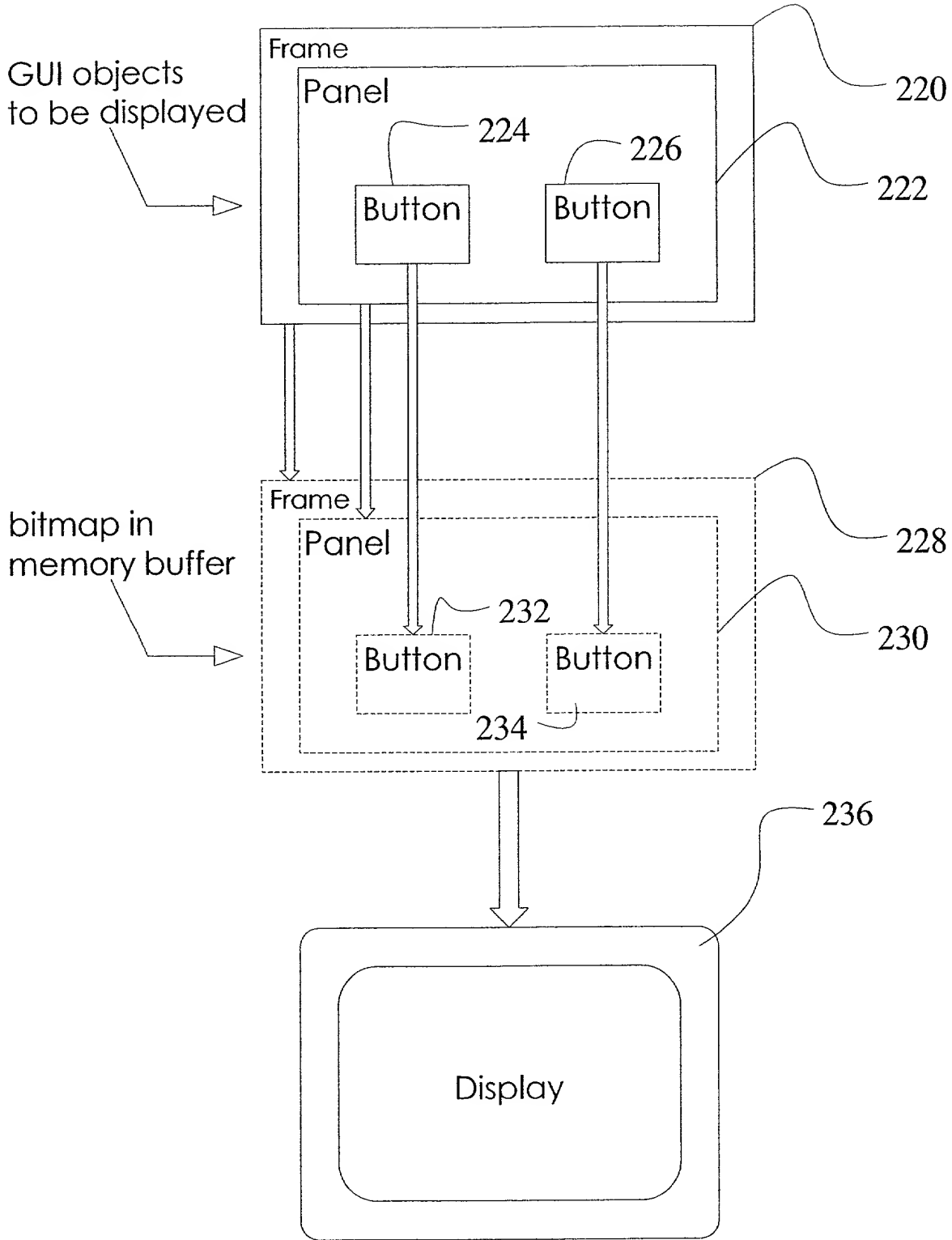


Fig. 14

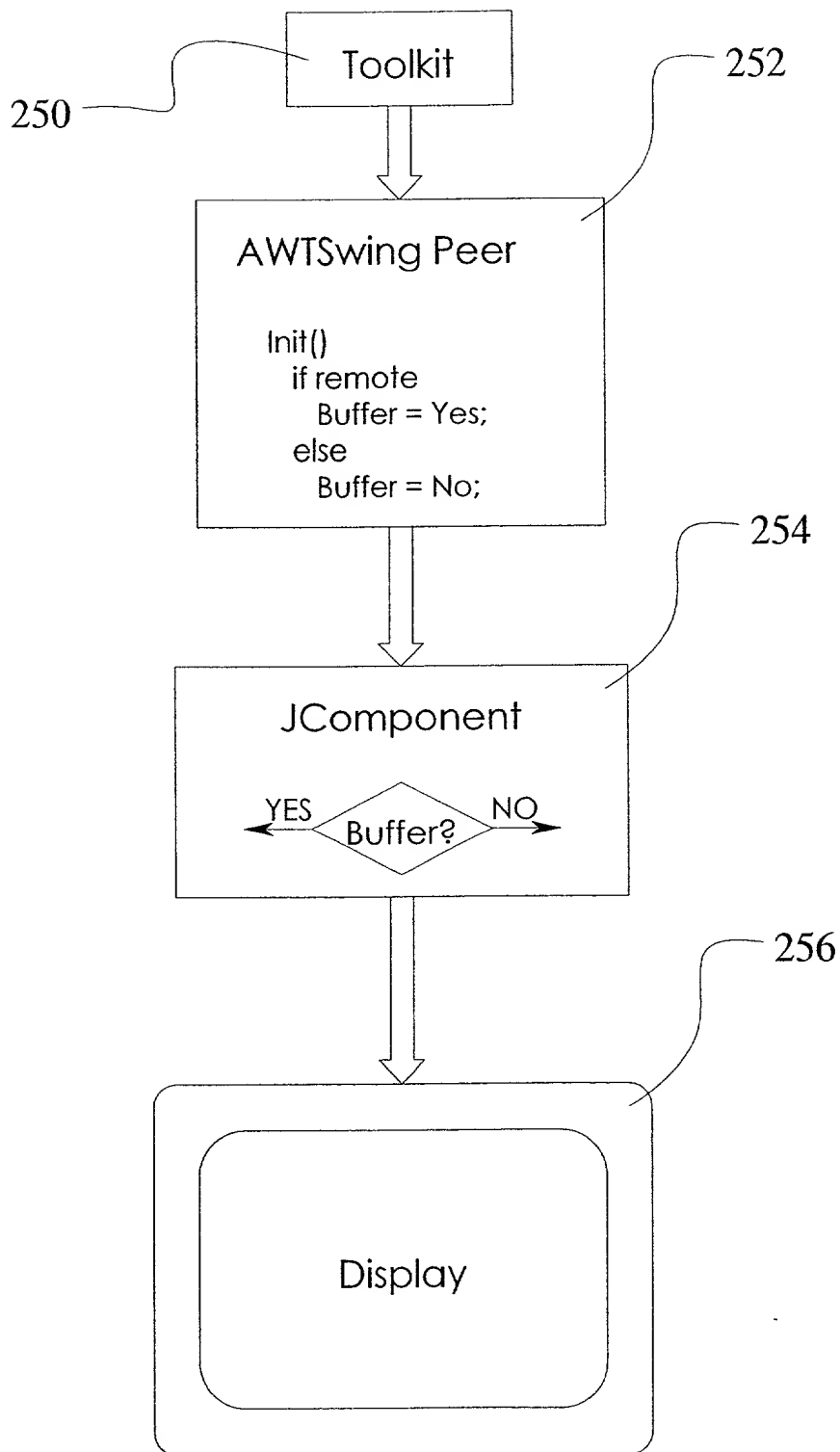


Fig. 15

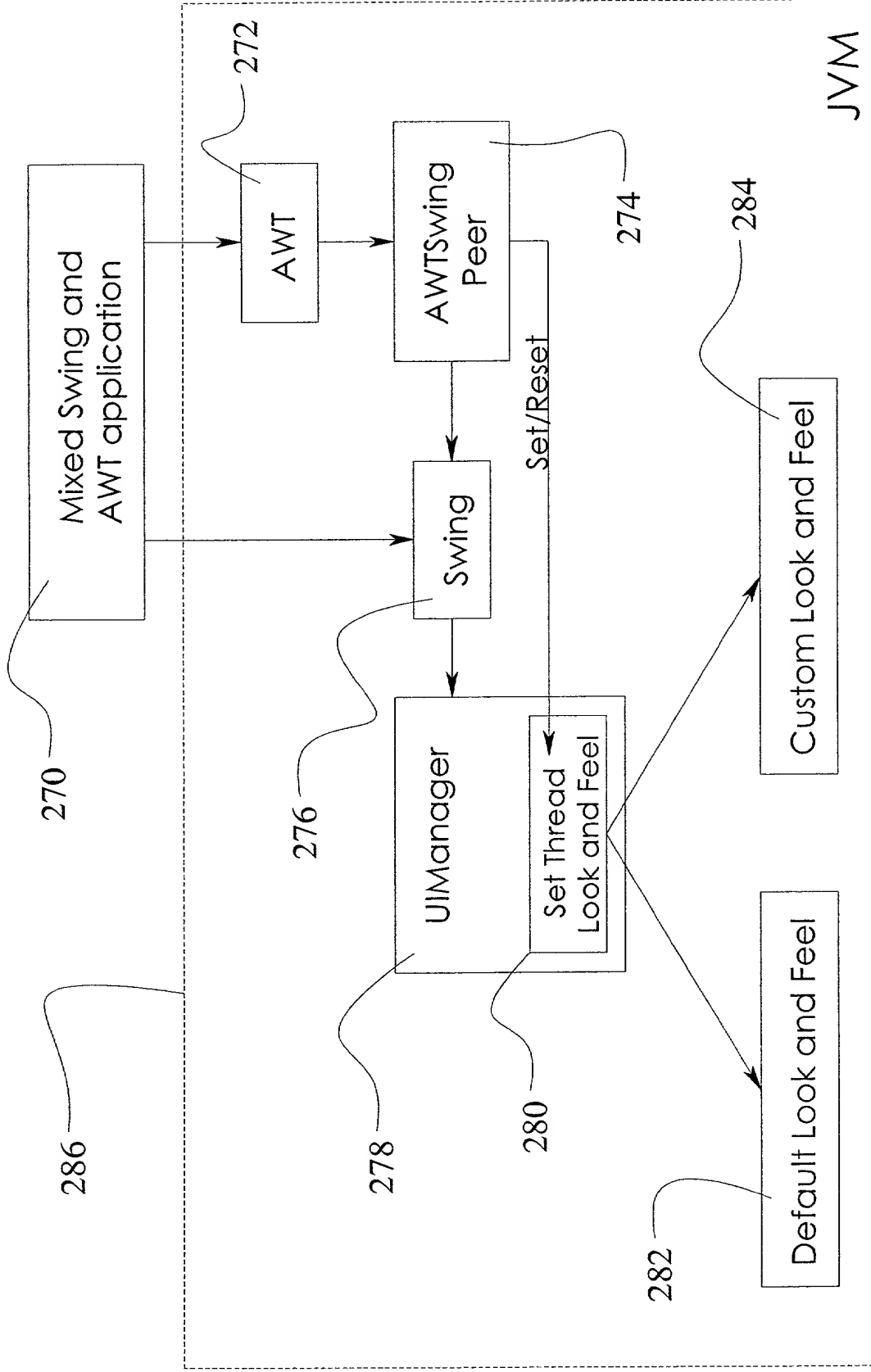


Fig. 16



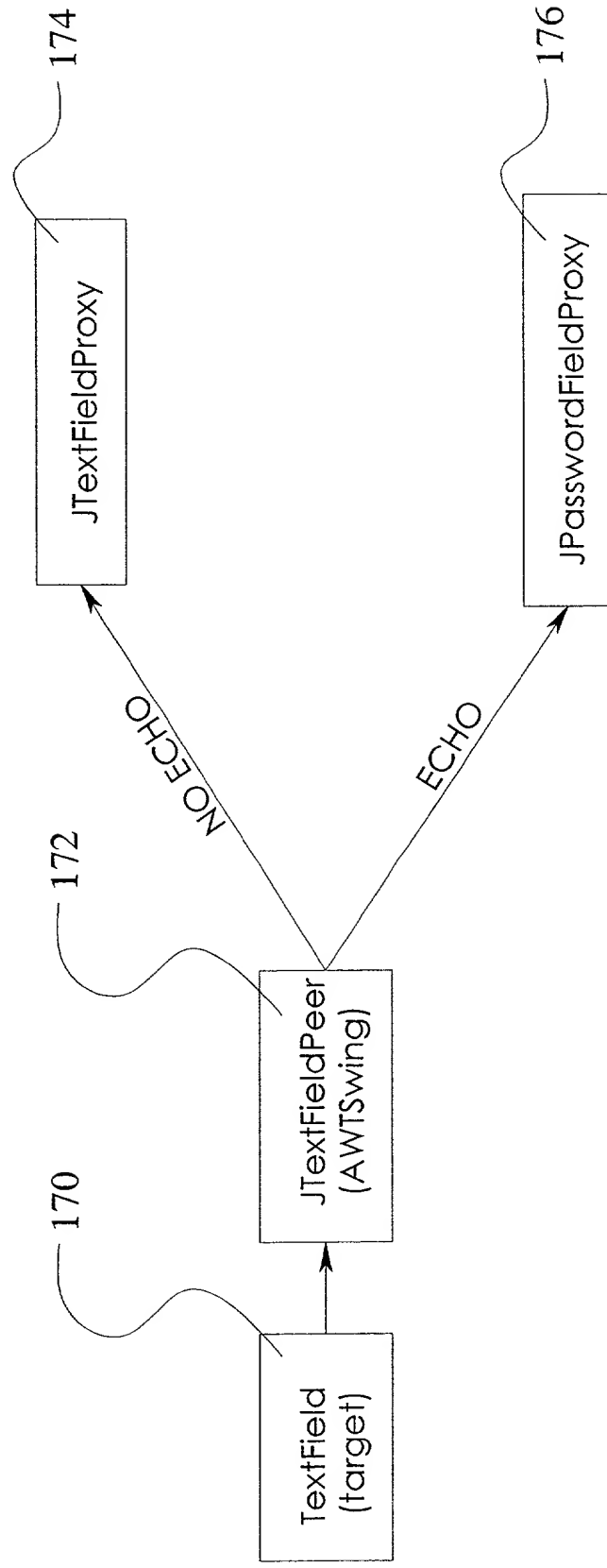


Fig. 17

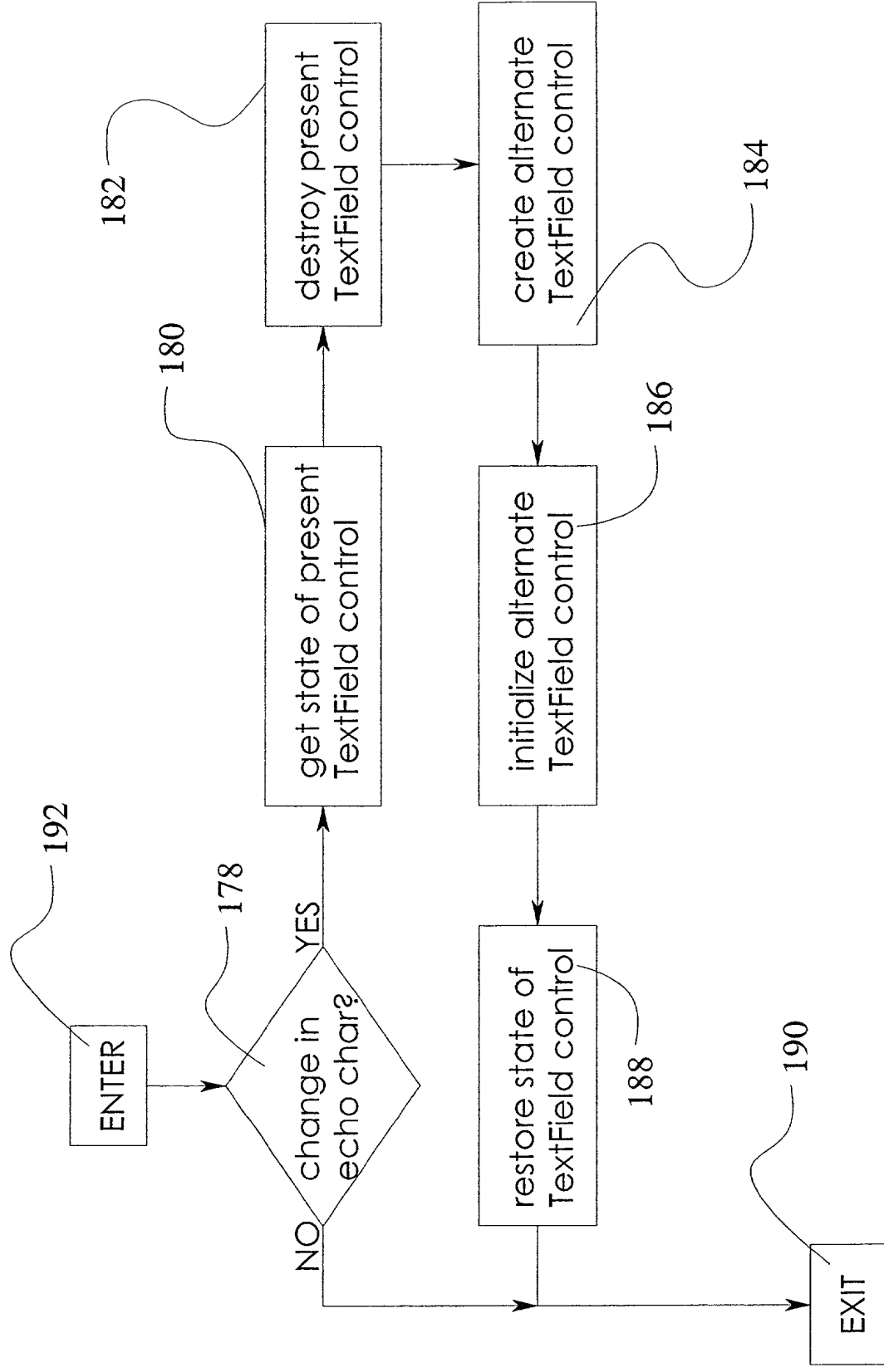


Fig. 18

The diagram shows a large rectangle labeled 200, which represents a **Frame** object. Inside this rectangle, there is a smaller rectangle labeled 202, which represents a **Button** object. The **Button** object contains a box labeled 206, representing its **color** attribute. The **Frame** object also contains a box labeled 204, representing its **color** attribute. An arrow labeled "if null" points from the **color** attribute of the **Button** object (206) to the **color** attribute of the **Frame** object (204), indicating that the button's color is inherited from the frame's color if it is null.

